PROGRAM 11 [UDP]

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21/12/2020
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```
//server
 # include <stdio.h>
 # include<stdlib.h>
 # include <unistd.h>
 # include <string.h>
 # include <sys/types.h>
 # include <sys/socket.h>
 # define PORT 8080
 # define MAXLINE 1024
 # include <arpa/inet.h>
 # include <netinet/in.h>

int main(){
 int sockfd,n, len;
 char buffer[MAXLINE], *hello = "Hello from server";
 struct sockaddr_in servaddr, cliaddr;

if ((sock fd=socket(AF_INET, SOCK_DGRAM,0))<0){
   perror("Socket creation failed"); exit(EXIT_FAILURE);}
memset(& servaddr, 0, sizeof(servaddr));
memset(& cliaddr, 0, sizeof(cliaddr));

servaddr.sin_family=AF_INET;
servaddr.sin_addr.s_addr= INADDR_ANY;
servaddr.sin_port=htons(PORT);

if(bind(sockfd,(const struct sockaddr*)&servaddr,
     sizeof(servaddr))<0)
{  perror("bind failed"); exit(EXIT_FAILURE);}

len =sizeof(cliaddr);
 n =recvfrom(sockfd, (char*)buffer, MAXLINE, msg_WAI
```

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```
 (struct sockaddr *) &cliaddr, &len);
buffer [n] = '\0';
printf ("client : %s\n", buffer);
sendto (sockfd, (const char *) hello, strlen(hello),
   MSG_CONFIRM, (const struct sockaddr *) &cliaddr, len);
printf ("Hello message sent \n");
return 0;}

// client
int main(){
 int sockfd, n, len;
 char buffer [MAXLINE], *hello = "Hello from client";
 struct sockaddr_in servaddr;

 if((sockfd = socket (AF_INET, SOCK_DGRAM, 0)) < 0){
 perror("socket creation failed"); exit(EXIT_FAILURE); }

 memset(&servaddr, 0, sizeof(servaddr));
 servaddr.sin_family = AF_INET;
 servaddr.sin_port = htons (PORT);
  servaddr.sin_addr.s_addr = INADDR_ANY.
sendto(sockfd, (const char *) hello, strlen (hello), MSG_CONFIRM,
 (const struct sockaddr *) & servaddr, sizeof(servaddr));
 printf(" Hello message sent \n");

 n = recvfrom (sock.fd, (char *) buffer, MAXLINE, MSG_WAITALL,
      (struct sockaddr *) & servaddr, &len);
buffer [n] = '\0';
printf ("server : %s \n", buffer);
close (sockfd);
return 0.
}
```